REBEL STAR

THE GAME

This is no ordinary game! There is no fancy story or scenario, just you against the computer (or a friend if you choose to play the 2 player option). It is a fight to the death. There are no half measures, no truces or pacts. The battle will be hard fought . . . .but the winner will be supreme!

LOADING

AMSTRAD 464 OWNERS
1. Place the rewound cassette into the cassette unit, and press PLAY.
2. Hold down CTRL and press the small ENTER key.

AMSTRAD 664, 6128 AND 464+DISK
1. Hold down SHIFT and press the ┃ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewound cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

N.B. There are TWO versions of REBELSTAR on this cassette. If you wish to play the computer, make sure you load the side marked ONE PLAYER GAME. If you are going to play against a friend, load the TWO PLAYER GAME.
Because of memory restrictions, at the end of a game you will have to RE-LOAD before playing again.

PLAYING THE GAME

There are two sides in REBELSTAR. The raiders are attacking MOONBASE DELTA, and the operatives are defending. In the one player game you control the raiders and the computer controls the operatives. In the two player game, the players have to decide who is attacking and who is defending.

Each side has a certain number of 'men' in REBELSTAR (the defence is mainly handled by robots, or 'droids'), and each of these has a finite amount of energy, called ACTION POINTS, available in each turn.

The raiders have the first turn, and they must break into the base and destroy the ISAAC computer, situated in the central control area of the base.

There are three basic control modes in REBELSTAR; CURSOR MODE, SELECT MODE, and FIRE MODE. The controls within each mode are summarised as follows:—

CURSOR MODE

Cursor Movement
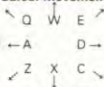
```
  Q   W   E
   \  |  /
A ←   · → D      S = Select person/droid under cursor
   /  |  \       CTRL+O = Finish turn
  Z   X   C      I = Info on person/droid under cursor
                 J = Strategic Map
                 N = Go to next unit
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When you press 'S', you will enter SELECT MODE (provided that the unit selected has enough ACTION points).

SELECT MODE

Movement=Same as cursor mode   F=Enter fire mode
M=Drop object   O=Change object
P=Pick up object   L=Load weapon

FIRE MODE

Movement=Same as cursor mode.

When in FIRE MODE, the map will change slightly to show you the clearest line of fire. Some features will disappear as they do not interfere with the line of fire. When you fire a weapon, there are three types of shot that you can make. An AIMED shot obviously has a greater chance of being on target than a SNAP SHOT, but will require more energy (ACTION POINTS).

OPPORTUNITY FIRE is special, and very useful. The shot is not taken immediately, but during the opponent's turn. If one of his units crosses the line of fire you have selected, and your unit has enough energy, he will take a snap shot at the opponent. Each weapon requires ammunition. The types of ammunition required by each weapon are detailed below:—

Laser Gun	Laser Pack – 1
Laser Pistol	Laser Pack – 2
Photon	Laser Pack – 3
Pistol	Pistol Clip
Auto-Rifle	Rifle Clip

Each move requires a certain proportion of the ACTION POINTS available. Here are details of these requirements:—

Drop Object	10%
Change Object	10% if nothing in use, else 20%
Pick up Object	25%
Load a Weapon	50%

The energy required to fire a weapon depends on what type of weapon is to be used and the accuracy required. Details of the ACTION POINT requirements will be given at the appropriate time.

DAMAGE, DESTRUCTION AND WOUNDING

When a shot hits a unit it may cause damage, wounding or death. Each shot will score a random number of 'hits' depending on the power of the weapon, the deterioration of power due to distance (this applies more to projectile weapons than to laser weapons), and the target type of the unit. A unit's armour will stop a certain number of hits according to the strength of the armour, and the terrain the unit occupies may also provide some cover. When the constitution of a unit is reduced to a certain level, it will become 'wounded', and any further reduction in constitution will result in the termination of that unit. Once a unit is 'killed', it plays no further part in the game, although wreckage of destroyed droids can cause some obstruction of passageways.

USING OBJECTS

Certain objects have specific uses in the game. The general rule to follow when you want to use an object is to have the object 'in use' and bump into the unit that you wish to use the object on. In the TWO PLAYER game the yellow security doors can be open and shut with keys in this manner. 'Medi-probes' may be used to heal wounded humans, and 'droid probes' will have a similar effect on droids. A droid key can be used to activate/de-activate droids.

A GENERAL GUIDE TO PLAYING THE GAME

THE ONE PLAYER GAME: Only the combat droids with their blast torches can destroy the airlock doors and security doors. However, a blast torch has a very short range, and low ammunition capacity. There are three LASER DEFENCE COMPUTERS in the complex. If all three are destroyed by the raiders, some reinforcements will arrive a few turns later.

THE TWO PLAYER GAME: Everything that applies to the one player game applies here, but in addition the defending operatives must activate the four droids in the central control room before they can be used. The human operatives can be armed with rifles which are stored in the armoury. MAKE SURE THAT YOUR ENEMY DOES NOT GET HOLD OF THE KEY TO THE ARMOURY!! The operatives will receive some reinforcements as well as the raiders, so the raiders must be as quick as possible in gaining the Central Area.

GOOD LUCK!

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*Correct at time of printing